

Infinite Conquest

Players represent alien races seeking to conquer the universe. Give a brief outline of how your race appears to the rest.

Before play, each player writes two things offering *minor* advantages in the game on index cards. Show each card to another player - if they approve, place it in an envelope. If they disapprove or think it's too powerful, discard it.

Take 3d4 eight sided dice and toss them onto a large piece of butcher block or easle/craft paper. Draw continents where the dice lie, with face value +2 'territories.'

Go around the group drawing dashed lines from an unconnected continent to another one. Once every continent is connected to another each player draws one more.

Play a game of your favorite World Conquest Simulator.

The winner takes three random cards and chooses one as something their race has developed, or always had, or stolen. Players who survived take a random card. Share the results.

Each player can ask another something about their species.

When the species seek out new conquests start again from "*Before play*", keeping card powers.



A Game by Sean Fager.

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